
Subject: Scripts.dll Documentation

Posted by [gibberish](#) on Tue, 20 Jan 2004 15:23:45 GMT

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Just wondering if anyone has had the time to write any documentation or even better a tutorial about scripts.dll

I.e. What the standard functions are and how to do basic things.

For example I figured out how to write my own code to heal all buildings (I know it wasn't that difficult) however I couldn't figure out how to reset the "undamaged" skin/mesh.

Another example would be if it is possible to re-enable a building after its been destroyed.

Thanks,
Gib
